

ELECTRONIC ARTS®



POPULOUS™

BULLFROG BIOGRAPHY

Peter Molyneux — Peter is the backbone of the programming team. He masterminds the innovative technology used in most of our games and keeps track of projects currently on the boil.

Glenn Corpes — Glenn originally joined our company as head of our graphics team but now prefers to do programming. Glenn's attitude toward work is to treat all suggestions as totally impossible until nobody's looking. Then he sneaks away and does it.

Les Edgar — Les takes care of all the boring jobs that have to be done in the company — like getting up in the morning and writing paychecks. Les brings together all the different parts that go into making a brilliant game.

Kevin Donkin — Kevin programs. He's done a lot of the unseen coding in our products; that's the stuff he tells us he's done, but can never be found.

Andy Jones — Andy does a lot of our graphic work, like creating impossible levels and strange-looking characters. These are generally based on hallucinations he's had while listening to incredibly loud heavy metal music.

Sean Cooper — Sean does our beta testing. He's the person who takes the stick for finding any bugs that may have slipped past the team.

Dave Hanlon — Dave writes most of the music for our games and complains when we allow him only 256 bytes to put it in.



STARTING POPULOUS

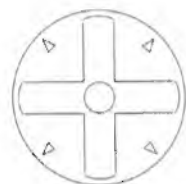
Follow the instructions below to start playing Populous on the Sega* Genesis* video entertainment system.

1. Turn the power switch on the entertainment system OFF. (Never insert the cartridge when the power is on). Make sure a controller is plugged into Port 1.
2. Insert the Populous game cartridge into the slot on the entertainment system and press firmly to lock the cartridge in place.
3. Turn on the power switch. (The Electronic Arts® logo will appear. If the logo doesn't appear, begin again from step 1.)
4. When the Populous title screen appears, you can do any of several things:
 - Wait for the self running demo to begin. The demo gives you an overview of the game. To exit the demo at any time, press button **A**.
 - Press button **A** to start the game.

NOTE: Populous is a one-player game. Always use Controller 1 to play.

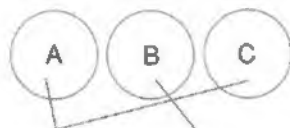
CONTROLS

You control everything with your cursor. To select a command symbol, move the cursor to the symbol using the control pad, and then press buttons **A** or **C**, depending on the symbol. Read the descriptions in the *Command Symbols* section for details.



Move the cursor with the control pad.

Press **START** to pause or resume the game.



Make selections by pressing buttons **A** or **C**.

Hold down button **B** and press a direction of the control pad to scroll the Close-up Map.

Game Controls

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YOU ARE A SUPREME BEING...

...and you have the power to shape worlds. But as a deity, you need worshippers to give you the power to control nature. The more followers you have, the stronger you become. And there are hundreds of worlds scattered throughout the universe, each with a handful of people who worship Good.

There is Evil, too. Nearly five hundred worlds are infected with followers of Evil. Your followers wait patiently for you to call them to purge their worlds of this Evil, to call them to glory, to conquest. If you do nothing to help, your population of followers will increase slowly. They will have trouble finding flat land to grow crops on, and they won't know what to do. Finally, your people will run into the Evil population and fall prey to the forces of darkness. All will be lost.

The Good people cannot conquer the world without your help. At first you'll be weak, with only the power to raise and lower land. Flatten land for your followers to build settlements. Flatten land around settlements, and the people can grow more crops and build bigger settlements.

Soon you'll have the power to move the Good Papal Magnet, which is a huge monument shaped like an Ankh . You can tell your people to follow it anywhere in the world. They can go to cultivate new land, or to confront Evil. You can make a Leader with your Papal Magnet, and later you can change this Leader into a crusading Knight. Knights are ruthless armies that invade the enemy, burning towns and crops.

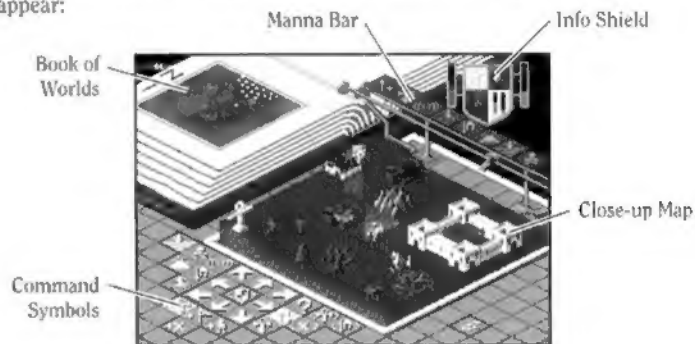
If you collect enough power from your people, you can unleash devastating natural disasters on the Evil people: Earthquakes, Swamps, Volcanos and Floods. Use these catastrophes to destroy followers of Evil, but be careful. Any Good people caught in the way will also be destroyed.

You conquer the world only after all the Evil people are wiped out. You must send your people to hunt them all down, leaving no stone unturned, until there is only Good. If Good outnumbers Evil, and you have the power, you can declare Armageddon. All the people, Good and Evil, walk to the center of the world for the final doomsday battle. When only one side remains, the fate of the world is sealed.

After you conquer a world, you move on to the next one. Each world is more challenging than the last. You'll face more formidable enemies who have greater powers, and you battle on more desolate landscapes. Develop better strategies to cope with the greater Evil. The forces of Good in the universe wait for your guidance.

GAME PLAY SCREEN

When the game begins, you see a World Description screen. For information about this screen, see the *World Description Screen* section later in this manual. To choose a different world, use the control pad to select New Game, and then press button **A** (see the *Choose a World* section for instructions). To go ahead and play this world, select Start Game (or just press the **START** button). The Game Play screen will appear:



Game Play Screen

BOOK OF WORLDS

The Book of Worlds shows a map of the entire world you want to conquer. Here are the things you'll see.

Blue Dots
White Dots
Light Grey Dots

Good Walkers
Good Settlements
Rocks

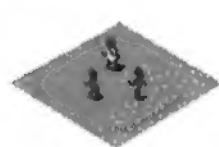
Red Dots
Dark Grey Dots
White Cross Hair

Evil Walkers
Evil Settlements
Close-up Map location

To see a magnified view of any place in the world, move the cursor to the Book and press button **A** or **C**. The area is displayed on the Close-up Map.

CLOSE-UP MAP

The Close-up Map is a magnified view of the spot on the Book of Worlds marked by the white cross hair. Here are some things you'll see.



Walkers



Settlements



Rocks and Trees



Papal Magnets

For more information on these items, see the *Things You Need to Know* section.

Terrain

Land can be bare, swampy, planted with crops, or ruined by a Knight. The pattern and color of the ground tells you which.



Bare —
Random dots.



Ruined —
Hatched.



Swampy —
Speckled.



Planted —
Orderly rows of dots. Light
colored for Good crops, dark
for Evil.



Swamps and Rocks reduce the amount of crop land your settlements can use. To remove Swamps or dark colored Rocks (white Rocks on Desert landscapes), or to restore destroyed crop land, raise and then lower the affected land. To remove white colored Rocks (grey Rocks on Desert landscapes), sink them by lowering the land around them all the way to the water. You can remove destroyed buildings this way too, but you don't need to since you can build next to ruins if the land is restored.

COMMAND SYMBOLS

Selecting these symbols is the only way to exercise control over the world and its people. Use them to help your people conquer the world. There are four categories of symbols (plus the Pause symbol): Direction, Divine Intervention, Influence Behavior, and View. See the *Command Symbols* section for instructions on how to use them.

MANNA BAR

The Manna Bar is a power indicator. As your power increases, the arrow moves to the right. You can use any Divine Intervention shown to the

left of the Arrow. To use one, select the symbol from the Command Symbols. (Note: You can only select symbols available to you on that particular world. See the *World Description Screen* section for details.)

INFO SHIELD

The Info Shield can show you information about people and settlements anywhere in the world. See the *Info Shield* section for details.

THINGS YOU NEED TO KNOW

These are the important concepts you need to understand to play Populous. For details on any of the Command Symbols mentioned, see the *Command Symbols* section of this manual.

CONQUEST

You start on the world called Genesis. If you destroy the entire Evil population, the world is yours. Then you're transported to another, more challenging world to conquer. There are hundreds of such worlds in the Conquest Series, and the Evil deities you meet get stronger and more ruthless.

You first see the World Description screen of Genesis. If you conquer Genesis easily, you don't just get taken to the second world, but you jump up several worlds. Easier victories lead to bigger jumps. This way you're taken to challenging worlds faster. Write down the name of each

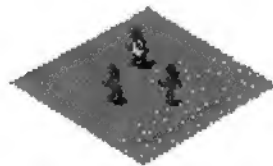
new world you see, so you can go directly to that world again later. See the *Choose a World* section for details.

MANNA

Manna is the power you need to control nature. You get it from the people who worship you. The more followers you have, the faster you accumulate Manna. You also get Manna by destroying Evil Walkers, especially Evil Leaders and Knights.

You need increasing amounts of Manna to perform the following actions: Raise and Lower Land, Place Papal Magnet, Earthquake, Swamp, Knight, Volcano, Flood, and Armageddon. These interventions are shown on the Manna Bar, and the arrow indicates how much Manna you have. You can perform any intervention to the left of the arrow.

WALKERS



Each person you see on the Close-up Map is called a Walker. Walkers represent a number of people, depending on their strength. Your Walkers do whatever you tell them to do by using the Influence Behavior Symbols. If a Walker is forced to walk around without settling (building a town), they grow weaker and eventually die.

Whenever two Walkers of the same faith bump into each other, they become one stronger Walker. When two Walkers of opposite faith bump into each other, they automatically fight to the death.

PAPAL MAGNETS



Good Papal Magnet



Evil Papal Magnet

Papal Magnets are huge monuments used to control the people; an Ankh for the Good population and a Skull for the Evil population. Your Papal Magnet is your divine monument. You use it to move your people around on the world. You also use it to control a special Walker, called a Leader. You can move your Papal Magnet if you have a Leader and enough Manna. Your Papal Magnet is indestructible. You can't control your opponent's Papal Magnet — it's placed by the computer.

LEADERS



Your Leader is a special Walker that carries a small Papal Magnet. Your Walkers follow the Leader whenever you select the Go To Papal Magnet symbol. If you gather enough Manna, and you think your Leader is strong enough, you can turn him into a Knight.

If you don't have a Leader, and a Walker touches your Papal Magnet, that Walker becomes a Leader (you can have only one Leader at a time). To

get a Walker to touch your Papal Magnet, you must select the Go To Papal Magnet symbol. If your Leader later dies or is knighted, the Papal Magnet moves to the place he disappeared.

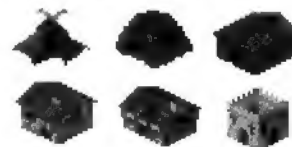
KNIGHTS



If you have enough Manna, you can change your Leader into a Knight. Knights are another special kind of Walker, and you can have more than one. Knights seek out enemy Walkers and fight them to the death. They raid enemy settlements, burning buildings and destroying crop land. They are strong, but not invincible. They grow weaker with every battle and eventually die. A single Knight can be a large part of your total population, so losing one can be devastating.

Note: When you choose to Gather Then Settle (see *Influence Behavior Symbols*), your Walkers can join with your Knights to increase their strength and longevity. But be careful — your Leader can also join with a Knight, leaving you without a Leader. If two Knights are on the same screen, they will join together to form an even stronger Knight regardless of which behavior mode you're in.

SETTLEMENTS



When you tell your people to settle, any Walkers that find flat land build settlements and grow crops. The more flat land you create around a settlement, the

larger it gets. The larger the settlement, the faster the population grows, and the more Manna you get. Population grows within a settlement until it's full, and then a Walker comes out. These new Walkers leave in search of more flat land to settle on.

Blue flags are attached to Good settlements; red flags are attached to Evil settlements.

WORLD DESCRIPTION SCREEN

At the start of each battle, you see the World Description screen. It describes the world you must conquer, and the powers you and Evil have.

Here is the screen for the first world, Genesis, with an explanation of each item.



World Description Screen

WORLD TO CONQUER

The name of the current world. Each time you win a world, you're taken to a more difficult world. Write down the name of every new world you see, so you can go back to them later. See the *Choose a World* section for details.

BATTLE NUMBER IS

The number of the world. Genesis is the first world in the Conquest series and has a Battle Number of 0. The Conquest series contains nearly five hundred worlds of increasing difficulty.

LANDSCAPE IS

There are four types of landscape: Grass Plains, Desert, Snow and Ice, and Volcanic. Each type requires different strategies. For example, on some landscapes, populations grow slower, Walkers die faster from walking around, and settlements have a lower maximum cultural advancement (see the *Info Shield* section for details).

EVIL'S REACTIONS ARE

The speed at which your Evil opponent can do the same things you're trying to do, like flatten land. Evil can be very slow, very fast, or somewhere in between.

EVIL'S RATING IS

Evil's skill, or how smart Evil is. Evil's rating can be very poor, very good, or somewhere in between.

LAND BUILT

The build mode you're in affects when you can raise or lower land. These are four different build modes:

LAND BUILT ON PEOPLE — You can change land if either a Walker or a settlement is on the Close-up Map.

LAND BUILT JUST ON TOWNS — You can change land only when there is a settlement on the Close-up Map.

LAND ONLY BUILT UP — You can only raise land. A Walker or settlement must be on the Close-up Map.

LAND CANNOT BE BUILT — You can't raise or lower land.

If you can build, you'll see a white crosshair following the cursor. If you can't build, the white crosshair following the cursor will disappear. Note: Regardless of what build mode you're in, you can *always* raise land one level from the water if a Good Walker, Leader, or Knight is on the Close-up Map (that way you can save them if they're drowning).

THE SWAMPS ARE

Swamps can be either Shallow or Bottomless. A shallow Swamp disappears if a Walker falls into it; a bottomless Swamp doesn't.

WATER IS

Water is either Fatal or Harmful. If water is fatal, any Walkers falling into it die immediately. If water is harmful, Walkers drown more slowly, giving you time to raise land beneath them before they die.

YOU AND EVIL

This section lists powers that don't work on certain worlds. YES or NO appears under YOU next to each power, depending on if you can use that power or not. The Evil powers are listed under EVIL. On most worlds, the balance of power is not equal, and you must allow for this in your strategy. Also listed are the number of Walkers you and Evil start with.

COMMAND SYMBOLS

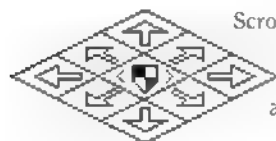
These are all the command symbols at your divine disposal.

PAUSE SYMBOL



To pause the game, select the Pause symbol. Even though the game is paused, you can still move around the Close-up Map and use the View Symbols and Influence Behavior Symbols. Select it again to resume the game. You can also pause the game by pressing the **START** button on the hand controller; press **START** again to resume the game.

DIRECTION SYMBOLS



Scroll the Close up Map view over the world with these symbols. You can also scroll the Close up Map by holding down button **B** and pressing a direction on the control pad.

DIVINE INTERVENTION SYMBOLS

These symbols let you directly affect the world. You need manna to perform each of these actions, and you use up manna each time you do. They are listed from least to most powerful.



RAISE AND LOWER LAND

Raise or lower land on the Close-up Map.



Select this symbol and move the pointer onto the Close-up Map. A white cross hair follows the cursor, jumping from point to point. Press button **A** to raise land at the cross hair, press button **C** to lower land.

THIS IS YOUR SINGLE MOST IMPORTANT DIVINE ACTION Raise and lower land to *flatten* as much land as you can. (Note: The build mode affects how you raise and lower land. See the *World Description Screen* section for details.) Spread flat land across the world so your population can grow crops and expand. If you can't raise or lower land, make sure you have enough Manna. Also, make sure the game isn't paused.

PLACE PAPAL MAGNET

Place the Papal Magnet anywhere on the Close up Map.



Select this symbol and move the pointer onto the Close-up Map. A white cross hair follows the cursor (shaped like a small Papal Magnet), jumping from point to point. Press button **A** to place your Papal Magnet at the pointer.

YOU CAN MOVE YOUR PAPAL MAGNET ONLY IF YOU HAVE A LEADER. If you want your Walkers to migrate, place your Papal Magnet where you want them to go and select Go To Papal Magnet. To make a powerful Leader, place your Papal Magnet in a heavily populated area, and your Walkers will go there and join with the Leader. If you can't move your Papal Magnet, make sure you have a Leader and enough Manna. Also, make sure the game isn't paused.

EARTHQUAKE

Earthquake the area shown on the Close-up Map.



Move the Close-up Map to the place you want to Earthquake, and select this symbol.

Earthquakes shake up the ground, making it uneven and unsuitable for crops. The land must be flattened out again to grow crops. Earthquakes also turn high ground into low ground.

SWAMP

Swamp the area shown on the Close-up Map.



Select this symbol, and move the pointer onto the Close-up Map. A white cross hair follows the cursor, jumping from point to point. Press button **A** to place Swamps at random spots on the Close-up Map. Swamps can exist only on flat land.

Swamps can be shallow or bottomless, depending on the world. They reduce crop land and swallow up Walkers. To remove a Swamp, raise and then lower the land.

KNIGHT

Transform your Leader into a Knight.



Select this symbol to turn your Leader into a Knight.

The stronger your Leader is, the stronger your Knight will be. When you create a Knight, you lose your Leader (and the building if your Leader is in one). Good Knights attack Evil settlements and Evil Walkers, burning their buildings and destroying their crop land.

VOLCANO

Raise a rocky mountain on the area shown on the Close-up Map.



Move the Close-up Map to the place you want to Volcano, and select this symbol.

Volcanos raise the ground to a great height and scatter rocks about. It takes a great amount of time and Manna to recover from a Volcano by flattening out the land and removing the rocks. To inflict extra devastation on Evil, try a double or triple Volcano.

FLOOD

Raise the water level one level throughout the entire world.



Select this symbol to Flood the world.

All flooded settlements are destroyed, both Good and Evil, and the Walkers get dumped into the water. They die immediately or eventually, depending on the rules of the world you're trying to conquer.

ARMAGEDDON

Declare the final battle of Armageddon



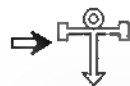
Select this symbol to end the world.

Armageddon is doomsday. It calls all the people of the world to be uprooted from their homes, and they migrate toward the center of the world to fight for ultimate supremacy. You can change your view during Armageddon, but you cannot alter the course of events in any way. Your Walkers create land bridges, if necessary, to get to the center of the world. Make sure the Good population outnumbers Evil's before selecting Armageddon.

INFLUENCE BEHAVIOR SYMBOLS

Influence your followers with these symbols. It costs no Manna to influence the actions of your people, and they are always moved by one of these influences.

GO TO PAPAL MAGNET



All your Walkers (except Knights) migrate toward their Leader, who walks toward the Papal Magnet.

If there is no Leader, the Walkers go directly to the magnet. Use this mode to create a Leader (the first Walker to touch the Papal Magnet becomes your Leader if you don't already have one). Or use it to get your people to invade Evil territory by placing your Papal Magnet in an Evil settlement. Your Walkers will not build settlements in this mode.

SETTLE



Your Walkers build settlements and live in them, increasing their population.

Your Walkers seek flat land to build settlements. When a settlement fills up, a Walker leaves and seeks more flat land to build on. While castles are good because they generate people and Manna the fastest, they take a long time to fill up and produce Walkers. Small settlements are important too, since they give you a steady supply of Walkers.

FIGHT THEN SETTLE



Your Walkers look for nearby Evil settlements to invade and settle.

Your Walkers seek Evil settlements to invade. When a Walker invades an Evil settlement successfully, it becomes Good. If there are no Evil settlements nearby, your Walkers just settle.

GATHER THEN SETTLE



Your Walkers gather together, and then settle.

Each Walker looks for nearby Walkers to combine with, to form fewer units of greater strength. This is especially helpful in harsh terrains where walking around can quickly kill a weak Walker.

VIEW SYMBOLS

View certain objects on the Close up Map. The Info Shield shows information on the viewed object for a few seconds, and then reverts to the Shield Bearer.

VIEW LEADER OR VIEW PAPAL MAGNET



Press button **A** on this symbol to view your Leader. Press button **C** to view your Papal Magnet. If you don't have a Leader, button **A** will just show you your Papal Magnet.

VIEW KNIGHTS OR VIEW SETTLEMENTS



Press button **A** repeatedly on this symbol to view each of your Knights in turn. Press button **C** repeatedly to view each of your settlements.

VIEW BATTLES



Press button **A** repeatedly on this symbol to view each of your battles in turn.

VIEW SHIELD



Press button **A** on this symbol to view the Shield Bearer.

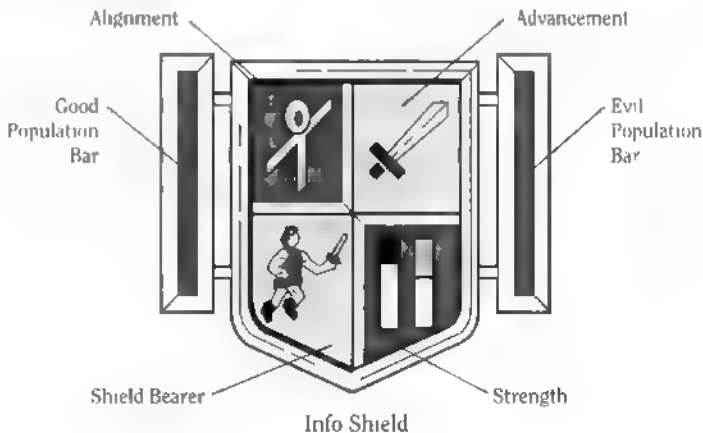
PLACE SHIELD



This is a special viewing symbol that gives you specific information about Walkers or settlements. Press button **A** on this symbol to pick up your Information Shield. Point the upper left corner of the shield at a Walker or the flag of any settlement on the Close up Map, and press button **A** again to make that item the shield bearer. For information on reading the Info Shield, see the *Info Shield* section. Press button **C** to temporarily view information on a Walker or settlement. Select the Raise and Lower Land symbol to continue building.

INFO SHIELD

The Info Shield displays information about the Good and Evil populations and the Shield Bearer.



POPULATION BARS

The higher the bar, the higher the population. The blue bar is for Good, the red bar is for Evil.

SHIELD BEARER

The object the Shield is assigned to — either a Walker or a settlement.

ADVANCEMENT

The cultural advancement of the Shield Bearer. The larger the settlement, the more advanced it becomes. A Walker produced by an advanced settlement is much stronger than a Walker from a primitive settlement. Your maximum cultural advancement depends on the landscape of the world. For example, Ball and Chain is the maximum cultural advancement for Desert worlds.



Fist

Most Primitive



Rock

•



Club

•



Spear

•



Axe

•



Short bow

•



Ball and chain

•



Long bow

•



Sword

Most advanced

GOOD OR EVIL

The alignment of the Shield Bearer. The Ankh is for Good, the Skull is for Evil.

STRENGTH

The strength bars display different things for different Shield Bearers.

Settlements

The yellow bar (left) is the strength and defensive power of the settlement compared to a full Castle (a solid yellow bar represents a full Castle).

The green Bar (right) is the population of the settlement. A Walker is produced when the settlement fills up.

Walkers

There are three strength bars, a yellow bar and two orange bars. Only two bars are shown at a time. When the right orange bar fills up, the left orange bar (stronger) increases one notch and the right bar empties. When the left bar fills up, the view shifts to show the yellow bar and the stronger orange bar. Every time the two orange bars fill up, the yellow bar increases a notch and the two orange bars empty (though only the stronger orange bar is shown). A Walker with a full yellow bar is very powerful.

Combat

When two Walkers are battling, the blue and red bars show the relative strength of the two fighters.

SHIELD MOVEMENT

Often the Shield will move from the Walker or settlement you assigned it to.

- If the Shield is on a Walker that builds a settlement, the Shield is transferred to the settlement.
- If the Shield is on a settlement that produces a Walker, the Shield is transferred to the Walker.
- If the Shield is on a Walker during a battle, and the Walker loses, the Shield is transferred to the winner.
- If the Shield is on a Walker and the Walker dies from the elements, the Shield disappears and the Info Shield remains blank until you reassign the Shield.
- If the Shield is on a Walker and the Walker joins the Leader or a Knight, the Shield is transferred to the Leader or Knight.

CHOOSE A WORLD

If you know the name of another world you want to go to, select New Game at the bottom of the World Description screen. The screen goes blank, and a flashing square appears in the name box. You enter the name of the world you want using the control pad. Press the **Up** or **Down** direction on the control pad to change the letter. Press the **Right** direction on your control pad to move to the next letter, or **Left** to go back one letter. Change letters until you've entered the whole name, and then press the **START** button. If you entered a valid name, you'll get a description of the new world. Select Start Game or press the **START** button to begin the conquest series at that world.

To get valid world names, you must conquer worlds to advance, and write down any new world names you find.

WINNING, LOSING, AND RESTARTING

WINNING

After conquering a world, the Game Won screen appears. Your score is based on the number of battles won and the number of knights and settlements left at the end of the game.

LOSING

After losing a world, the Game Lost screen appears. Select Try It Again or press the **START** button to replay the same world.

RESTARTING

Whenever you begin a conquest, always note the name of the world you're on. If your conquest goes poorly and you want to restart quickly, press the **RESET** button to begin again.

CREDITS

Game Design: Peter Molyneux, Glenn Corpes, Kevin Donkin & Les Edgar
Programming: Peter Molyneux & Glenn Corpes
Additional Programming: Luc Barthelet, Kevin McGrath & Jim Nitchals
Game Graphics: Glenn Corpes, Andy Jones, Sean Cooper & DanWheeler
Additional Graphics: Connie Braat & Cynthia Hamilton
Game Music and Sound: David Hanlon
Producers: Jocelyn Ellis, Richard Hilleman
Associate Producer: Kevin Shrapnell, Bob Henderson
Technical Directors: Tim Rance, Scott Cronce
Product Manager: Susan Goerss
Documentation: Eric Lindstrom

